EASTER and
THOUGHTS OF THE PAST

Catalina Commodore Computer Club, Inc.

Tucson, Arizona

Volume 8 No. 3 April 1990

APRIL 1990

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3 CCCC MEETING 7 PM - 9:30 PM ST. PETER & PAUL GRAMER HALL	4	5	6	7
8 Palm Sunday	9 FULL MOON	10 EXECUTIVE BOARD MEETING 7:30 PM AT 6150 E. GRANT RD	11	12	13 Good Friday	14
15 Easter Sunday	16	17	18 Newsletter Party 7 PM St Peter & Paul Madonna Hall	19	20	21 = HELP DAY = 10 AM-2 PM St Peter & Paul Madonna Hall
22	23	24	25	26	27	28
29	30					

CCCC, Inc. Newsletter Staff

Leila Joiner, Editor
Warren Talbot, C64/128 Layout
Leila Joiner, Amiga Layout
Mike O'Neall, Columnist
Tom D'Angelo, Columnist
Paul Machula, Columnist
Laser Printing by Tom Galloway & Warren Talbot

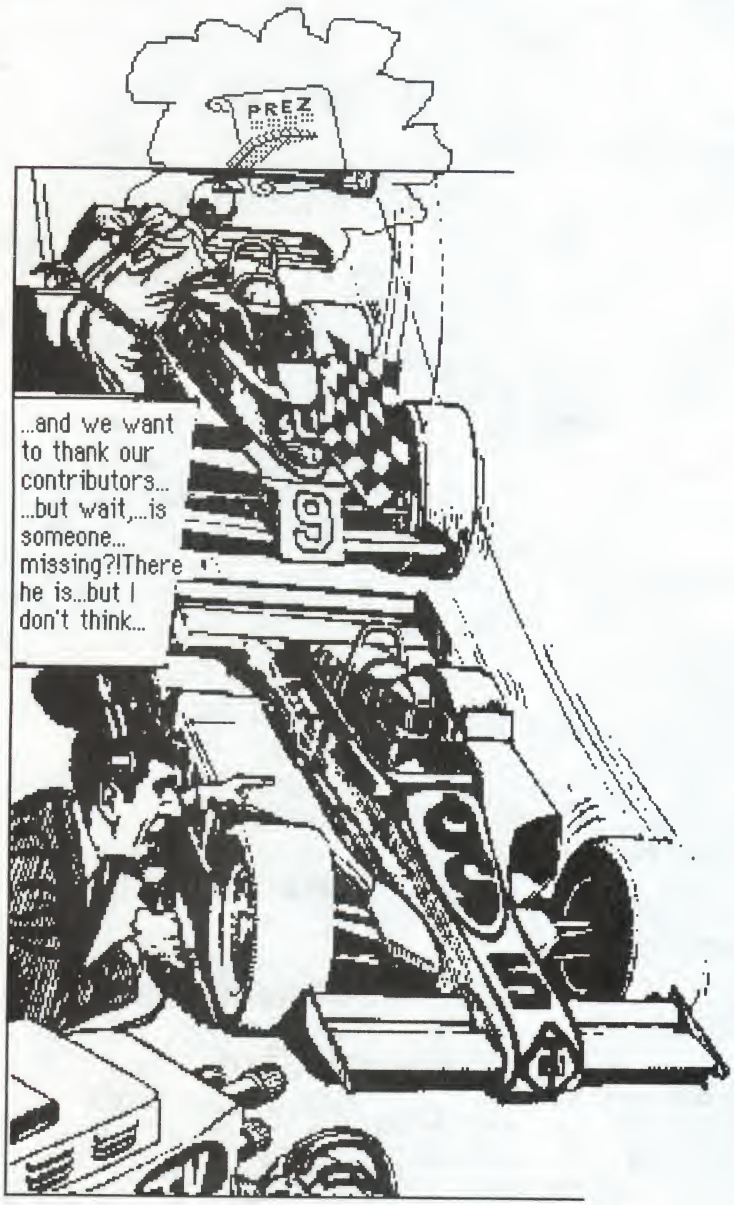
April Index

C-64/128 Section

Nybbles & Bytes	T. D'Angelo, CCCC	3
Write On!	M. O'Neall, CCCC	4
Items of Interest		4
Classified Ads		4
MS-DOS to C128	C.Howard, CompuServe	5
Meeting Map		5
Questions & Answers	L. Joiner, CCCC	6
C64 BASIC Doodles	P. Machula, CCCC	7
D.J.'s Electronics	(Advertisement)	8
Laser Age	(Advertisement)	8
GEOS Cartoons	(Advertisement)	9
D.O.M. Listings		9
Steve Martin	(Advertisement)	12
Tony the Printer	(Advertisment)	13

Amiga Section

Amiga SIG Minutes	L. Joiner, CCCC	A-1
February Disk-of-the-Month	L. Joiner, CCCC	A-1
Meeting Times & Places		A-1
Building Design/Imagery	Dvorak/Burginger	A-2
A1000 Rejuvenator	CompuServe	A-4
MicroShop	(Advertisement)	A-4
DVS Wonder Board	CompuServe	A-5
Amiga MailBag	L. Joiner, CCCC	A-6
Hot News & Rumors	CompuServe	A-6



Nybbles & Bytes

by Tom D'Angelo, CCCC ph. 296-5076

At the help day on Jan 20, Ted Seitz, a club member asked me about LOADing the directory as text to the Write stuff. After some experimentation I found the following method works reasonably well. For those of you who would like or need to do it, here's how. Press CTRL then the letter "el", then BACKSPACE off the hyphen, then type $:* for all the files. Type $:-* for all the Write Stuff files. Type $:xx* for all files beginning with xx, or $:-xx* for all Write Stuff files beginning with xx. (You put in the as many letters as you want for the xx's)

To get a more ordered listing I then used the SEARCH & REPLACE feature by searching for @ and three spaces and replacing it with @ and three spaces and a carriage return (left arrow). The remaining disorder was easy to clean up.

You can now modify and print the directory out, or re-arrange it using the sort function on the V1 or V2.xx BA version. (See page 14 in the brown speller book for the differences between the BA and BB Write Stuff versions) You can now save the directory as a file if you wish.

For those of you who might want to try something else I came across while trying to find a way to put the directory in text, try this; following the method above, LOAD $:*,x

What comes to the screen is 254 bytes from each directory sector, starting with 18,0, less the first two bytes that are the pointer bytes to the following block. The first 254 characters shown are the BAM (Block Address Map). The BAM shows which blocks (sectors) on the disk are used and which are unused. The next 254, and each successive 254, characters shown, show the file names, types and blocks used per file. I thought it interesting, if not amazing, that the Write Stuff could do this.

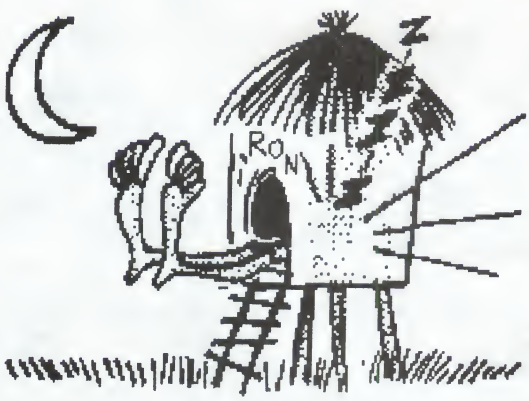
I don't think there is a way to write this information back to the sectors using the Write Stuff. If there was it would sure make a great sector editor besides being a great word processor.

COVER ART:
drawn by Frank Privo, CCCC
with GEOS 2.0 and geoPaint

Welcome

NEW MEMBERS!!!

Daniel Simpson
Steve Stine
Thomas Wacth
Thomas Stubblefield
Irving Johnson
Trinri Armenta



WRITE ON

Mike O'Neall

How many of you have a Xetec interface? Although I waded through the manual when I first got my non-Commodore printer and Xetec, it made next to no sense to me. Now, only because of the prodding of our Help Day gang, Bob Clausen in the lead, I have a neat letter head in a Manhattan font. He, Clausen that is, showed me how to load a couple of Xetec fonts to the interface before I load my BB Writer.

To accomplish the above with the Xetec interface disk, load the program called LOADER and RUN it. If you have a 128 you can start the loader program by inserting the disk and typing "BOOT". It will list the available fonts and ask which one to load. Then it will ask to which font number to download it (1 or 2). You can now load another if you like. You can hold two of these in the interface buffer as long as you don't turn your computer off.

I like the Manhattan font, as I said, and also the artzy look of the Script font, but it is harder to read than most. The font called Shadow will get your attention. When I get a breather from school and hiking, (next is the Canyon, Grand), I shall try out some of the rest of that list of fonts.

File conversion in the 128 is discussed on page 17 of the manual. Basically it says:

1. "Non-BB files are easiest to load from the directory (Home cursor, call up the directory, point and press Return). If the file is not a BB file, the file translator is automatically called.

2. If the file you want to load was not created using one of the 14 word processors listed, try each anyway--one may work.

After that there is a discussion in the manual about individual problems that may be encountered.

Did you know:

. . . there are two ways to count the words in your text? (This is for kids and other students who have to know if they have put enough words in their school assignment). We have already discussed the Ctrl Shift + that will count your words and allow you to access another screen when you tap Ctrl q (lower case Q), but (underline this in red, please), if you use this Ctrl q again, you will erase the other screen. Therefore, it is good to know that a Ctrl = (equal sign) will also count your words for you and leave the second screen in-tact. When you used the two screens, were you impressed with the way each screen remembers where your cursor was when you left it? How does it do that?

. . . the screen can be cleared with Ctrl home?

. . . to type a whole page in condensed print the page width is to be set at 132 characters?

. . . text can be erased with a Ctrl e?

. . . if you have erased, (eaten) text to be restored elsewhere, you can add to that text with a Ctrl E (shift e)?

The last few tidbits comes to you through the courtesy of all our dear readers who did not ask any questions and left me scrambling through the manual for items for this column.

Items of interest...

RAFFLE WINNER FOR MARCH MEETING

CCCC Member Mary Wilkins won a copy of Power Budget and a Power Budget manual, plus her choice of any two disks from the PD Library, in the March raffle.

FOUND AT SATURDAY HELP DAY

Tom D'Angelo found a C64 Write Stuff manual and a white pen with Upjohn Healthcare Services printed in green on it. Call 296-5076 and ask for Tom D.

CLASSIFIED ADS

FOR SALE: GEOS 2.0 (C64 version), $20.00

WANTED: 1571 disk drive. Call David Byrum, 795-2928

FOR SALE:

ACCOUNTANT, INC. by SoftSync. Professional accounting for the C128 (80 col.) Orig. cost: $80.00 Sale price: $30.00 Call Leila Joiner, 327-0540.

MS-DOS TO C-128 INTERFACING

by Carl F. Howard, Compuserve

It is becoming more common in this day and age not to own just one personal computer but in fact two and maybe more. A recent survey has shown that as many as 66% of those people who own one P.C. usually have or buy a second one. Many of us started out with a Commodore 64 or 128 as our first PC and have for various reasons moved up to an MS-DOS compatible machine, mainly due to the power and relatively inexpensive prices for which a clone may be purchased these days. Even the folks at Commodore have seen Blue and come out with their own versions of MS-DOS machines.

Many MS-DOS word processing programs can handle ASCII text files and have both importing and exporting capabilities for files in this format. As an example, I use TimeWorks' Word Writer 128 on my C-128. The sequential ASCII files created by Word Writer can easily be used with both the CP/M and MS-DOS versions of WordStar, and these files can easily be used with another popular program, First Choice by PFS.

The key to compatibility here is the necessary conversion to a standard format which is, of course, ASCII. [Ed: Just be sure to distinguish between PET ascii (Commodore) and TRUE ascii (MS-DOS)!]

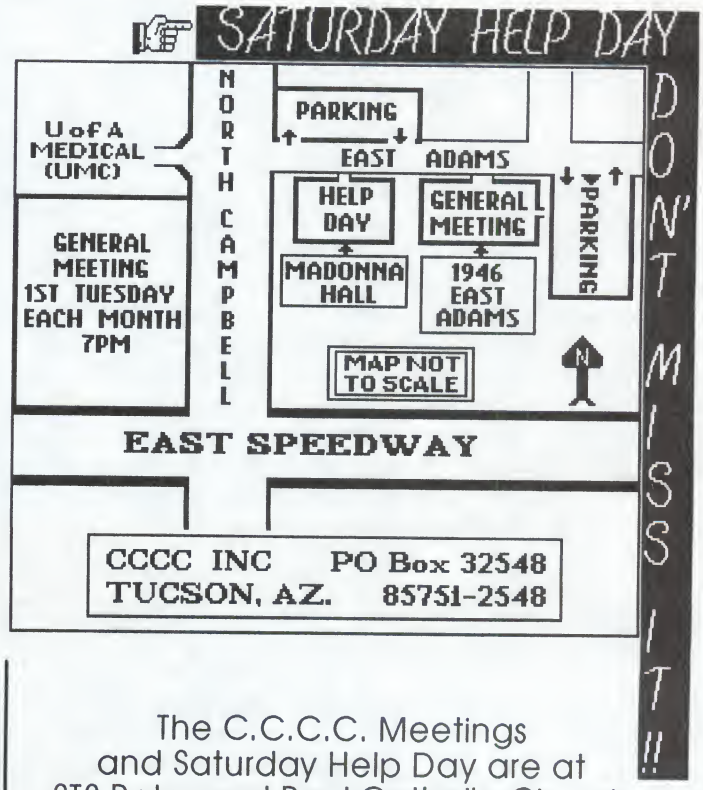
I have also had a great deal of success with the shareware program, PC File, by Jim Button. This program, available on GEnie in both the CP/M and IBM versions [Ed: and also on Q-Link in CP/M], is a very easy-to-use database program which can easily swap files between modes. Additionally, the IBM version has powerful importing utility features which, with a little practice, can allow you to convert just about any kind of formatted ASCII text file into a database file.

The problem with conversion of files is that, even with the now-popular translation programs for the C-128 such as "Cross-Link" and "Big Blue Reader," there are still some very definite file size limitations for making the transfers. [Ed: A new version of CrossLink, REUXfer, available on Q-Link, allows you to use the 1750 REU to transfer large files.] Also, if you don't own a 1571 disk drive or a C-128, there is no way of physically transferring files with a C-64 and 1541. As a result, you may find another very desirable and inexpensive option is to connect your two machines together and let them chat directly. In fact, one of the first things I did shortly after buying my clone was to run out to my local Commodore dealer and purchase the Aprotek Universal RS-232 Expansion Interface. (You should be able to purchase this or a comparable unit for between $30 and $50.)

The Aprotek Interface connects to the User Port of your C-128 or C-64 and has an extension slot in its rear end so you can still use your existing modem or printer interface. A cable running from the side of the interface has a standard DB-25 Serial Connector that plugs into the serial port of your clone. You then set switch 1 on the interface to "Inverted" and Switch 3 to "Printer B," load up your favorite Communications software on both machines, and you're ready to make your file transfers.

It really is that simple. Note you do not need a modem on either machine to make this hookup; you just need terminal programs to make your transfers, similarly to how you currently upload and download files on any BBS. Also, your clone must have a serial port.

As you can see, this little investment in hardware on the Commodore can save you $100 or more for that second modem for the clone, and you can still do all your on-line chores as usual.



The C.C.C.C. Meetings and Saturday Help Day are at STS Peter and Paul Catholic Church 4 blocks North of Speedway on Campbell

QUESTIONS & ANSWERS

by Leila Joiner, CCCC

While I was preparing for my demo at the last Tuesday meeting, member Gordon Low approached me with a letter he had written containing both questions and suggestions. One of his suggestions mentioned starting a question and answer section in the newsletter, which I happen to think is a very good idea. So, Gordon, here it is! And your questions will be the first to be answered.

QUESTION #1

"I believe many of the members have but one disk drive, so my first question is why put arc files on the monthly disk? Why not de-arc before issuing them? I was not able to de-arc 'power.bud.arc' for tonight's meeting because I only had Omega-Q to use. Omega-Q has been issued a couple of times and it doesn't de-arc without two drives! It's a fine program but it should say on the disk that two drives are needed."

ANSWER: This question is actually several questions, so I'll try to keep them in order by separating them.

Part 1:

There are two reasons for putting arc files on the Disk-of-the-Month. Some files are arced in order to save space, i.e., a very large file can be made much smaller, and that way we can put more programs on one disk. This is one reason. Another common case involves programs that are made up of many small files instead of one big one. By arcing these files we not only compress them so they take up less room on the disk, we make them more manageable. "Power Budget" is a good example. This program cannot be run from the club disk. It must be copied onto its own disk so that data files can be created, and so you can customize it for your personal needs. "Power Budget" actually consists of 26 small files. With only one disk drive, you could get awfully tired swapping disks in order to copy 26 files! It also would make the directory on the Disk-of-the-Month quite large and unwieldy -- taking a long time to load and list.

Part 2:

It's true that Omega-Q does not COPY files with only one drive, but it DOES unarc (or dissolve) files with one drive. Here's what you need to do. I'll use "power.bud.arc" as an example (you can find it on the December '89 D.O.M.).

First, use a good file copy program to copy the file you want to unarc onto a newly formatted blank disk. I recommend "vfast filecpy," which you will find on the February '89 Disk-of-the-Month (DOM #40, D9-02). Once you have copied "power.bud.arc" to its own disk, we can turn to the problem of Omega-Q.

Load and run Omega-Q (the newest version is on the both the December '89 and the March '90 D.O.M. -- the documentation, or manual, is only on the December disk). From the Main Menu select Customizing Menus, then select the second option, Disk Set-Up. Use the F1 key to to toggle the options for Disk Configuration. When you see "single drive," stop and cursor down to 1541 Fast DOS. (If you have a 1571, you can skip this.) Press F1 to toggle to "enabled." Again, cursor down to Destructive Dissolve. Press F1 to toggle to "enabled." Now press F5 to return to the previous menu.

If you wish, you can now select Save Configuration to save your selections to your Omega-Q disk, and they will be loaded along with the program each time you use it (until you choose to change them).

Next, press F5 to return to the Main Menu and cursor up to Dissolve Files. Select Dissolve Files by pressing F1. You will be prompted to insert a disk with files to be dissolved. Remove the Omega-Q disk from the drive and insert your disk with "power.bud.arc" and press RETURN. The disk directory will be read and ONLY files that can be dissolved will be listed (i.e., .arc, .sda, .lnx, etc.). In this case you will only see "power.bud.arc". Press F1 to select, and F3 to begin. A window will appear with three options: NORMAL DISSOLVE, SCRATCH ORIGINAL FILE, and DESTRUCTIVE DISSOLVE. Cursor down to DESTRUCTIVE DISSOLVE and press RETURN. The drive will start working and you will alternately see file names or flashing colors on the screen. When finished, the Main Menu will again appear. "List Disk Files" to see your new directory. You will find "power.bud.arc" no longer exists, but you will have 26 new files on your disk!

NOTE: Don't be afraid of the words "destructive dissolve." This means that as Omega-Q is writing the new files to your disk, it is erasing the old. It is a way of ensuring that you will have enough room for all the new files. And if anything SHOULD go wrong -- remember, you are just working with a copy. The original file is still safe on your D.O.M!

Since these questions required rather lengthy answers, I'll leave the rest of your questions 'till next time, Gordon. In the meantime, if anyone else has questions they would like to see answered here, please send them to:

Leila Joiner
3527 E. Fort Lowell
Tucson, AZ 85716

Please write legibly and include your name and phone number, in case I have questions for you!

C64 BASIC DOODLES

by Paul Machula, CCCC

In our last article we devised a simple method of storing information in the computer itself. This was accomplished by the use of an array, giving us a method of storing data in a manner similar to the familiar spreadsheet format.

Now, after experimenting with the program in last month's article, I am sure that one of the first ideas that popped into your head was: "Well, yes, I get the point of storing data in arrays. It seems quite effective. But what if I want to change the data?" That's a BIG question. However, at this point it poses several problems for the programmer. The fundamental questions are: how to INDEX the array (not really difficult) and then how to manipulate it (yes, rather difficult). These are somewhat knotty problems at this point, and I feel it would be more beneficial to approach them after we develop more programming skills.

The skill I would like to concentrate on in this article is simply that of storing what we DO have on a disk. After all, unless we store our data on disk we lose everything we have if we turn the computer off. So, let's look at "accessing the disk drive."

You are probably already aware of how to store PROGRAMS on disk. If you are not, make sure that you know how to format a disk, and that you read pages 18-22 of the C-64 user's manual and pages 9-13 of the disk drive manual. You should also know how to "scratch" programs off a disk (page 17 of the disk drive manual).

Our task, however, (of storing our array), does not involve PROGRAMS, but rather, FILES. There are various kinds of files, but we will only concern ourselves with SEQUENTIAL files. They are very useful tools indeed. Once you get data into a sequential file, you can do truly amazing things.

It is a rather simple thing to write data from an array to disk. Let's write a "module" to accomplish this. I'll present the lines first and then explain them afterwards.

```
9000 open2,8,2,"datastorage,s,w" 9010 i%=0
9020 ifda$(0,i%)=""andda$(1,i%)=""andda$
(2,i%)=""andda$(3,i%)=""then9060
9025 forj=0to3
9030 print#2,da$(j,i%)
9035 nextj
9040 i%=i%+1
9050 goto9020
9060 close2:return
```

Line 9000 is the basic syntax for opening a sequential file. OPEN 2 means open logical file 2. The "datastorage" name is simply a name for the file. You could even use a variable here (such as f$). The comma s means sequential file. The comma w means write to the file. A complete description of these commands can be found in the disk drive manual, pages 19-20.

Line 9010 initializes our counter loop for the ROWS of our two-dimensional array.

Line 9020 checks the "looping" array to see if the array elements for each COLUMN (four columns respective to a row) are null (empty). If they are null, then the task of writing to the disk should be terminated (skip to line 9060).

Line 9025 ensures that each of the four COLUMNS of our array (corresponding to a row) will be printed to the disk.

Line 9030 actually prints the "looping" array elements to the disk. Each of the four columns are printed out for each row.

Line 9035 is part of the FOR-NEXT loop that ensures the columns of our array are printed to the disk.

Line 9040 updates the "looping" array ROWS.

Line 9050 makes the array do its "looping".

Line 9060 closes the writing-to-disk task (that's all that's needed) and returns you back to the main program.

Now that we have a subprogram to store our array on disk we have to go back to our original program (DATAENTRY-Feb 90 issue) and modify it to use this new capability. You need to realize that you must go back and change the program at the point where you finish entering all data (after line 1070). (Well, there are other ways of doing this, but let's keep things simple.) Let's then add (and change) the following lines to our original DATAENTRY program (which also now includes our new disk routine: lines 9000-9060).

(continued next page.)

```
1080 print"[clr]":
        print"Data Entry Complete"
1082 print:print"Store on disk (y/n)"
1085 getc$:ifc$=""then1085
1087 ifc$<>"y"andc$<>"n"then1085
1088 ifc$="y"then1100
1090 end
1100 print:print"Please wait . . ."
1110 gosub9000
1120 print:print"Finished--
        'datastorage' written to disk."
1130 end
```

If you carefully follow the logic of the above lines you should have no trouble in understanding what is happening.

Go back over our new program, with the added lines and the store-on-disk module. Run the program a few times and try to "catch the feel" of what is happening in a programming sense. (Don't forget to scratch the "datastorage" sequential file before running the program again.) You will learn a lot about options available to the programmer. You will also realize some of the complexities. I am very well aware that this task can be approached in other ways, some vastly superior to what I am giving you, but at least you now have something to ponder.

Next time we'll examine some of those knotty problems of CHANGING data after you get it into an array. What I will give you I think will be quite surprising. It's certainly not traditional, but what the heck, it works.

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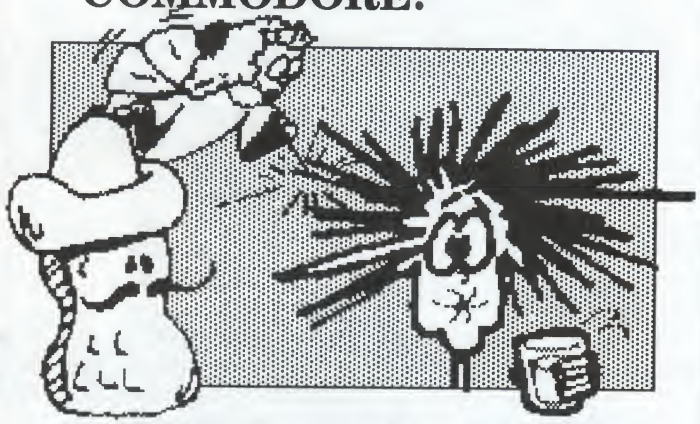

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#4 May/Jun '89	____	#4 May/Jun '89	____
#5 Jul/Aug '89	____	#5 Jul/Aug '89	____
#6 Sep/Oct '89	____	#6 Sep/Oct '89	____
#7 Nov/Dec '89	____	#7 Nov/Dec '89	____
#8 Jan/Feb '90	____	#8 Jan/Feb '90	____
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CATALINA COMMODORE COMPUTER CLUB, INC.
DISK-OF-THE-MONTH LISTINGS JANUARY '89 THROUGH MARCH '90

JANUARY 1989

```
0r"dom #39 d9-01    " lj 2a
0   "===== c-64 =====" usr
0   "=== utilities ==" usr
106 "omega-q"          prg
6   "about this disk"  seq
19  "jacket maker 64"  prg
19  "64 bar graph"     prg
24  "ultra-cal"        prg
0   "===== c128 =====" usr
0   "=== programs ===" usr
55  "disk whiz v1.1"   prg
28  "othello"          prg
0   "=== fun stuff ==" usr
69  "script analysis"  prg
53  "thrust concert"   prg
0   "== electronic ==" usr
0   "==== diary =====" usr
23  "read this"        seq
68  "diary"            prg
1   "code"             seq
5   "64overlay"        prg
3   "128overlay"       prg
0   "== automatic ===" usr
0   "==== sysop =====" usr
29  "gateway"          prg
13  "gate 1"           usr
10  "makegate"         prg
15  "gateset"          prg
1   "boot"             prg
2   "read docs"        prg
55  "gatedocs"         seq
0   "===== geos ====="  usr
15  "fpattern editor"  prg
15  "instructions"     usr
2   "blank patterns"   usr
2   "bricks"           usr
0   "================" usr
0   "----cccc inc----" usr
0   "--po box 32548--" usr
0   "---tucson, az---" usr
0   "---85751-2548---" usr
0   "================" usr
15  "omega autoboot"   prg
7blocks free.
```

FEBRUARY 1989

```
0r"dom #40 d9-02    " lj 2a
22  "read me first!!"  seq
0   "====seq file===="  usr
0   "=====reader====="  usr
3   "sprint"           prg
0   "======c64======="  usr
90  "vfast filecpy"    prg
49  "aztax88"          prg
4   "omega boot"       prg
0   "======c128======" usr
14  "rw-1"             prg
10  "multi/rd/wt/prnt" prg
15  "omega autoboot"   prg
0   "===superbase====" usr
0   "===checkbook====" usr
21  "check.v1.arc"     prg
0   "=====games======" usr
68  "witness in court" prg
21  "zix2"             prg
0   "===demo maker===" usr
176 "tb demomaker.sda" prg
116 "music pack1"      prg
40  "demo demo 2/tb"   prg
0   "----------------" usr
0   "----cccc inc----" usr
0   "--po box 32548--" usr
0   "---tucson, az---" usr
0   "---85751-2548---" usr
0   "----------------" usr
15blocks free.
```

MARCH 1989

```
0r"dom #41 d9-03    " lj 2a
0   "--load & run ---" usr
0   "---from menu----" usr
25  "directory master" prg
12  "dir master.doc"   seq
31  "dir master 64"    prg
3   "directory.dat"    seq
0   "--bank account--" usr
167 "final b.a.sda"    prg
6   "final b.a.doc"    seq
0   "----omega-q-----" usr
0   "---debuggers----" usr
8   "uc98 cure"        prg
7   "uc98.doc"         seq
5   "omega dirpatch"   prg
6   "dirpatch.doc"     seq
0   "---c-64 games---" usr
198 "krackout"         prg
31  "snowjob"          prg
5   "snowjob.doc"      seq
8   "hanoi"            prg
3   "hanoi.doc"        seq
0   "---c128 game----" usr
134 "strek128.sda"     prg
2   "strek128.doc"     seq
0   "----------------" usr
0   "----cccc inc----" usr
```

(continued on next page)

..Disk-Of-The-Month Listing continued...

```
(from previous page)
0   "--po box 32548--" usr
0   "---tucson, az---" usr
0   "---85751-2548---" usr
0   "----------------" usr
11blocks free.
```

APRIL 1989

```
0r"cccc dom apr'89 " lj 2a
0   "--- seq file ---" usr
0   "---read/print---" usr
3   "sprint"           prg
5   "read me first!!"  seq
0   "---fun stuff----" usr
52  "cartoon maker1.1" prg
4   "cartoon.info"     seq
139 "rebellion v2"     prg
7   "rebellion.info"   seq
0   "----macpaint----" usr
0   "---view/print---" usr
27  "macto64-1525.sda" prg
8   "macto64.1525"     seq
26  "macto64-epsn.sda" prg
8   "macto64.epson"    seq
0   "----macpaint----" usr
0   "----pictures----" usr
41  "gorilla.mac"      seq
82  "dogs.mac"         seq
65  "birds.mac"        seq
88  "faces.mac"        seq
95  "bonus.mac"        seq
0   "----------------" usr
0   "----cccc inc----" usr
0   "--po box 32548--" usr
0   "---85751-2548---" usr
0   "----------------" usr
12blocks free.
```

MAY 1989

```
0r"cccc dom may'89 " lj 2a
0   "====seq file====" usr
0   "=====reader====" usr
6   "read me first!!"  seq
45  "ultra"            prg
0   "===hal system===" usr
198 "h.a.l. pt1.sda"   prg
190 "h.a.l. pt2.sda"   prg
114 "h.a.l. pt3.sda"   prg
10  "h.a.l."           prg
42  "directory editor" prg
11  "memo file"        seq
0   "==just for fun==" usr
19  "papersaver.64"    prg
0   "----------------" usr
0   "----cccc inc----" usr
0   "--po box 32548--" usr
0   "---tucson, az---" usr
0   "---85751-2548---" usr
0   "----------------" usr
26blocks free.
```

JUNE 1989

```
0r"cccc dom jun'89 " lj 2a
0   "----seq file----" usr
0   "-----readers----" usr
33  "how 2 flash-back" prg
44  "flash-back"       prg
58  "ultra v7.0"       prg
52  "ultra v7.0.doc"   seq
1   "ultra hints"      seq
0   "----computer----" usr
0   "---terminology--" usr
165 "dictionary"       seq
0   "--games**games--" usr
2   "eagle hints"      seq
191 "eagle3"           prg
15  "going up"         prg
0   "---geos game----" usr
22  "solo docs"        usr
30  "solo poker"       seq
0   "---what kind----" usr
0   "----are you?----" usr
32  "the.thinker"      prg
0   "----------------" usr
0   "----cccc inc----" usr
0   "--po box 32548--" usr
0   "---tucson, az---" usr
0   "---85751-2548---" usr
0   "----------------" usr
15blocks free.
```

JULY 1989

```
0r"cccc dom aug'89 " lj 2a
0   "----seq file----" usr
0   "-----reader-----" usr
12  "read me first!"   seq
45  "ultra"            prg
0   "---digitized----" usr
0   "-----sound------" usr
6   "digiplayer2.0"    prg
3   "digiplayer.mod"   prg
14  "digiplayer.doc"   seq
5   "doc.viewer"       prg
74  "hal status.raw"   prg
0   "---educational--" usr
0   "---arcade game--" usr
18  "math"             prg
0   "---home/school--" usr
51  "outliner v.4"     prg
0   "-----utility----" usr
10  "disk expansion"   prg
0   "---128 80-col---" usr
0   "---font editor--" usr
48  "pat128.sda"       prg
0   "------game------" usr
2   "boot"             prg
1   "trivia1"          prg
3   "trivia2"          prg
3   "trivia3"          prg
1   "trivia4"          prg
15  "trivia5"          prg
105 "trivia6"          prg
31  "trivia7"          prg
0   "---personality--" usr
0   "------quiz------" usr
79  "keirsey test.sda" prg
0   "----graphics----" usr
81  "musicpsa.sda"     prg
0   "----graphics----" usr
0   "---converter----" usr
41  "psb2a2bautov2"    prg
0   "----------------" usr
0   "----cccc inc----" usr
0   "--po box 32548--" usr
0   "---tucson, az---" usr
0   "---85751-2548---" usr
0   "----------------" usr
20blocks free.
```

AUGUST 1989

```
0r"cccc dom aug'89 " ch 2a
45  "ultra"            prg
0   "=====games=====" usr
16  "gridlock"         prg
0   "----------------" usr
2   "balloon boot"     prg
9   "balloon crazy"    prg
0   "----------------" usr
48  "snoopy run"       prg
0   "====novelty====" usr
4   "engine inte inst" prg
52  "engine internals" prg
0   "----------------" usr
50  "auto menu"        prg
0   "=====admino=====" usr
25  "loan calc deluxe" prg
0   "----------------" usr
58  "savings & loan"   prg
0   "----------------" usr
3   "coupon docs&boot" prg
17  "coupon organizer" prg
0   "===utilities===" usr
12  "directory plus"   prg
69  "doctor 64.4"      prg
41  "load address"     prg
15  "screen 80"        prg
198blocks free.
```

SEPTEMBER 1989

```
0r"cccc64dom  d9 09" ch 2a
8   "menu"             prg
4   "cbm 4032 v2.1"    prg
46  "othello.40"       prg
68  "puzzle.40"        prg
3   "puzzle.data"      seq
61  "quest 3.40"       prg
43  "remembering.40"   prg
27  "reverse.40"       prg
34  "rhymeconc.40"     prg
73  "seven gables.40"  prg
31  "slot machine.40"  prg
42  "snark.40"         prg
50  "solitaire.40"     prg
32  "tic tac toe.40"   prg
33  "tower hanoi.40"   prg
38  "trace-a-w.40"     prg
35  "twenty quest.40"  prg
32  "basic math.c"     prg
4blocks free.
```

OCTOBER 1989

```
0r"cccc 64dom d9 10" 64 2a
0   "CCCCCCCCCCCCCCCC" usr
0   "---- games -----" usr
0   "CCCCCCCCCCCCCCCC" usr
25  "niche"            prg
17  "mr. dig"          prg
11  "pio skier"        prg
6   "colormon loader"  prg
39  "colormon"         prg
25  "solitare"         prg
14  "quiz"             prg
0   "CCCCCCCCCCCCCCCC" usr
0   "-utility & misc-" usr
0   "CCCCCCCCCCCCCCCC" usr
13  "dictionary mngr"  prg
23  "memoranda"        prg
8   "memo calender"    prg
0   "" usr
0   "load next progrm" usr
0   "with: ,8,1      " usr
124 "homemate.dw"      prg
3   "homemate.dw data" prg
1   "mateindex"        seq
1   "mate+"            rel
1   "CCCCCCCCCCCCCCCC" usr
76  "fincalc"          prg
3   "fincalc data"     prg
0   "----------------" usr
13  "savings"          prg
4   "savings data"     prg
0   "----------------" usr
```

C.C.C.C. Disk-Of-The-Month list

```
68  "datafile 4.5"      prg
2   "datafile data"     prg
0   "----------------"  usr
21  "finance"           prg
2   "finance data"      prg
0   "----------------"  usr
9   "calendar"          prg
2   "calendar data"     prg
0   "----------------"  usr
19  "64 spreadsheet"    prg
2   "spread data"       prg
1   "CCCCCCCCCCCCCCCC"  usr
9   "supertomulti"      prg
1   "CCCCCCCCCCCCCCCC"  usr
15  "geos news"         seq
0   "CCCCCCCCCCCCCCCC"  usr
3   "seq rdr(geos ns)"  prg
103blocks free.
```

NOVEMBER 1989

[NOTE: The first two sections on this disk were incorrectly copied. The affected programs, "Slot Cars" and "Omega-Q" have been included on a special two-sided D.O.M. for December '89.]

```
0r"cccc dom nov'89 " lj 2a
0   "----utility-----" usr
19  "omega-q"           prg
17  "omega-q.dmp"       seq
0   "---slot cars----"  usr
0   "*joystick port1*"  usr
1   "slot cars"         prg
12  "gift"              prg
13  "square"            prg
33  " maze race "       prg
24  "race2"             prg
11  "generator"         prg
0   "-----games------"  usr
0   "*joystick port2*"  usr
22  "tetris"            prg
41  "kasino poker"      prg
0   "--basic tutor---"  usr
70  "ponzo tutor-1.c"   prg
67  "ponzo tutor-2.c"   prg
74  "ponzo tutor-3.c"   prg
64  "ponzo tutor-4.c"   prg
67  "ponzo tutor-5.c"   prg
61  "ponzo tutor-6.c"   prg
60  "ponzo tutor-7.c"   prg
0   "----------------"  usr
0   "----cccc inc----"  usr
0   "--po box 32548--"  usr
0   "---tucson, az---"  usr
0   "---85751-2548---"  usr
0   "----------------"  usr
8blocks free.
```

DECEMBER 1989, SIDE A

```
0r"cccc dom 12-89a " lj 2a
0   "===christmas====" usr
0   "======card======" usr
15  "greetings"         prg
9   "scriptfont"        prg
22  "midnight clear"    prg
0   "======c-64======"  usr
0   "==applications=="  usr
126 "omega-q"           prg
143 "omega-q ii.docs"   seq
7   "power.dmp"         seq
245 "power.bud.arc"     prg
0   "===fun stuff===="  usr
19  "windchime"         prg
0   "=====santa======"  usr
0   "==on the road==="  usr
3   "sboot"             prg
8   "read me first!!"   seq
2   "sprites"           prg
9   "smain"             prg
41  "vsleighride"       prg
0   "================"  usr
0   "---cccc, inc.---"  usr
0   "--po box 32548--"  usr
0   "---tucson, az---"  usr
0   "---85751-2548---"  usr
0   "================"  usr
15blocks free.
```

DECEMBER 1989, SIDE B

```
0r"cccc dom 12-89b " lj 2a
0   "=====games======" usr
1   "slot cars"         prg
12  "gift"              prg
13  "square"            prg
33  " maze race "       prg
24  "race2"             prg
11  "generator"         prg
96  "drawa"             prg
0   "====graphics====" usr
5   "memories.dmp"      seq
157 "sweet memory.srs"  prg
174 "swt memory 2.srs"  prg
0   "===write stuff=="  usr
0   "====graphics====" usr
2   "twsgraph.dmp"      seq
68  "tws asciigra.sda"  prg
0   "=====extras====="  usr
8   "cas.1"             prg
14  "decision maker"    prg
0   "================"  usr
0   "---cccc, inc.---"  usr
0   "--po box 32548--"  usr
0   "---tucson, az---"  usr
0   "---85751-2548---"  usr
0   "================"  usr
46blocks free.
```

[NO DISK IS AVAILABLE FOR JANUARY 1990]

FEBRUARY 1990

```
0r"cccctucsondom290" m 2a
9   "menu"              prg
17  "-read me first"    prg
35  "bb file reader"    prg
9   "-BB File Readoc"   prg
19  "bb menu maker"     prg
9   "-BB Menu Makedoc"  prg
5   "1581 re-id"        prg
5   "1581 re-name"      prg
7   "1581 sort"         prg
13  "1581 diskjacket"   prg
45  "1581 utility-64"   prg
23  "1581.diag.64.sda"  prg
2   "1581copy.txt"      seq
13  "copyall1581"       prg
2   "-copyall1581doc"   prg
7   "bb macros"         prg
12  "-bbmacroprinter"   prg
2   "blinkgettocccc"    prg
40  "-c64basicdo12/89"  prg
3   "dataentry"         prg
25  "-c64basicdoo2/90"  prg
15  "one liners"        prg
7   "code 64"           prg
4   "-code 64 doc"      prg
77  "crib"              prg
31  "cribbage"          prg
53  "cribbage sol"      prg
4   "t.cribbage sol"    seq
22  "kibitz poetry"     prg
99  "monopole 64"       prg
4   "-mono 64 doc"      prg
42  "-128 dream"        prg
4blocks free.
```

MARCH 1990, SIDE A

```
0r"cccctucsondome00" 3b 2a
9   "menu"              prg
11  "-read me first"    prg
8   "-c64prods.txt"     prg
3   "-futuretech.txt"   prg
15  "atomic handbal64"  prg
162 "burgerwhop.128"    prg
3   "-burgerwhop.txt"   prg
4   "file count64-128"  prg
5   "-file count.txt"   prg
43  "file splitter128"  prg
4   "-file splitt.txt"  prg
6   "read/split.64"     prg
4   "-read/split.txt"   prg
12  "format side2.128"  prg
4   "-formatside2.txt"  prg
15  "single2doubl1571"  prg
4   "-single2doub.txt"  prg
40  "pool-care aid128"  prg
2   "-poolcareaid.txt"  prg
143 "spacechess.64"     prg
3   "-spacechess.txt"   prg
26  "tiddlywinks.64"    prg
5   "-tiddlywinks.txt"  prg
21  "l.lander64"        prg
1   "333----------333"  usr
21  "lunarlander12840"  prg
3   "lander.a"          prg
3   "lander.b"          prg
3   "lander.c"          prg
3   "lander.d"          prg
3   "moon.a"            prg
3   "moon.b"            prg
35  "bb file reader"    prg
37blocks free.
```

MARCH 1990, SIDE B

```
0r"cccctucsondome00" 3c 2a
126 "omega-q"           prg2
1   "<<<text files>>>"  usr
246 "c64-prods.a1"      seq
236 "c64-prods.a2"      seq
1   "<<ps  graphics>>"  usr
3   "techa.1"           prg
3   "techa.2"           prg
3   "techa.3"           prg
3   "techa.4"           prg
3   "techa.5"           prg
3   "techa.6"           prg
3   "techa.7"           prg
3   "techa.8"           prg
3   "techa.9"           prg
3   "techa.10"          prg
3   "techa.11"          prg
3   "techa.12"          prg
3   "techa.13"          prg
3   "techa.14"          prg
10blocks free.
```

These disks are available from our public domain library at any meeting or through the mail.
CALL LIBRARIANS STEVE PRICE AND KATHY SMITH AT 293-4158.

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Amiga News

Amiga SIG Meeting
Saturday, February 24
Woods Memorial Library

by Leila Joiner, CCCC

The first item discussed was the unavailability of parking at the U of A Harvill Building for the Tuesday night meeting. For the most part, parking is always available just behind the building. Take Park Avenue south of Speedway, turn left onto East Second Street, pass North Olive on your left and turn left after the second building. You should find a reasonably empty lot, with the Harvill Building just to the South and West of you. If some U of A special event causes crowding, you can usually park (free after 6 p.m.) at the parking garage on the NE corner of Park and Speedway. Walking through the student underpass brings you out on North Olive. Proceed south to East Second and the Harvill Building will be on your left. Meetings are on the second floor in Rm. 211 at 7:30 p.m.

Lots more discussion on the A1000 upgrade offer from Commodore (now official). You can trade your A1000 plus $999 for a new A2000 with Super-Agnus. It's unlikely that this A2000 will contain the new WorkBench. Mike Lawrence, who's an official Amiga Developer, has just ordered the beta test version of 1.4.

The A500 is compatible with the new graphics modes and will accept the new chip sets. The new Denise chip is said to support resolutions up to 1280 x 400 (non-interlaced; 800 interlaced).

If you decide to keep your A1000, check out the descriptions elsewhere in this newsletter on the Rejuvenator and the DVS Wonder Board. Both offer an alternative upgrade to keep you current with the technology. Prices are similar, but features differ slightly.

If you're eligible for the CBM Educational Discount packages, check with Software City on Speedway. They have a listing of what's available, with prices.

Michtron has a FAX board for the Amiga called FastFAX. Priced around $700, it is being released for the Amiga first, and will eventually be available for the Atari-ST and IBM PC's.

According to *NewsBytes*, Commodore is unveiling a new machine at the Hannover show in West Germany.

The makers of CAN DO are promoting a contest for applications designed around their product. With 58 winners you might have a chance! Check your Amiga magazines for details or call the source.

Nancy Dippold and Ken Weaver are trying to change Commodore's mind about having more than one dealer in town. Rumor is Software Etc. will no longer be handling hardware, which leaves us with Software City. *PLEASE WRITE AND EXPRESS YOUR OPINIONS ON THIS TO COMMODORE!!* Contact Ken (299-0506) or Nancy (578-0696) for information on who to write and what to say.

Dennis McCormick runs the Amiga Help Day every third Saturday in Madonna Hall at St. Peter & Paul Catholic Church on Campbell just north of Speedway from 10 a.m. to 2 p.m. Bring your problems and questions, or just check out our PD Library, always available for copying. Dennis is presently unemployed and will also make house calls for a reasonable fee. You can reach him at 292-2275.

No one brought anything to demo this time, but we did have a demo version of a new game, STRYX, sent to the Club from Psygnosis in England, followed by Joel's demo of the Disk-of-the-Month.

Disk-of-the-Month
February 1990

HPGL to Printer - Mike Lawrence's program turns your printer into an HP plotter. (Some bugs will hopefully be corrected soon.)

Obsess-O-Matic - Tetris-type game with several options. Addictive! Avoid overuse!

Utilities - Xcolour: Palette lets you add & subtract bitplanes, handles HAM & EHB screens (docs in English & German). SCREEN option gives you access to any screen higher than 120. Excellent for programs with lousy colors & no palette. IPP: Save paper by printing on both sides. Print all odd pages, flip paper, and print all even pages. IconMaster: An excellent icon editor, lets you load & save IFF files. Many features.

Text - Hard Disk Parameters.

Selector - Menu maker for Amiga disks.

Amiga 500 Tower - Text description of A500 Tower Chassis & digitized picture of same.

Tesseract - Turns a wire-frame hypercube on any or all of its planes of rotation, in a passing smooth imitation of real-time.

TurboMandel - Fast mandelbrot draws in chunks, not lines.

Music003 - Background music with a beat includes Filter & Stop buttons.

Amiga SIG Meeting Times & Places

Harvill Building, U of A
Tuesday, March 27
7:30 PM - 9:30 PM
Woods Memorial Library
Saturday, March 31
10:45 AM - 12:45 PM
Amiga Help Day
Saturday, April 21
10 AM - 2 PM

COMBINING BUILDING DESIGN MODELS with SITE IMAGERY

Professor Robert Dvorak
and Mark Burginger

To be published in the Summer '90 issue of "Representation: Journal of the Designed Communication Association," College of Architecture, University of Arizona, Tucson

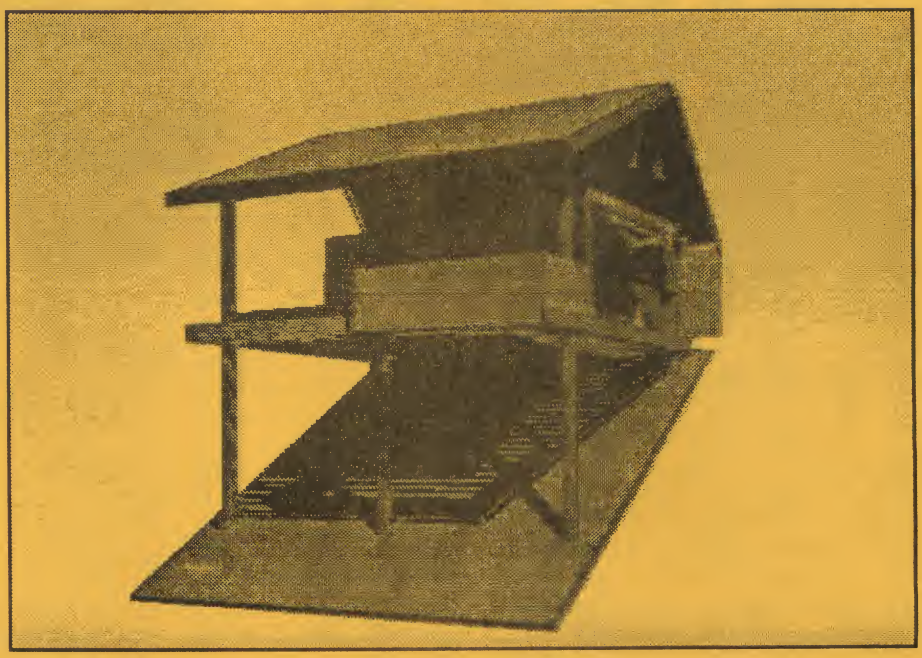
• The degree to which a building is properly sited in response to its surroundings is an important design issue. The accuracy to which this is achieved, in the design studio, greatly affects the believability of the project. With this in mind, students should be able to superimpose their 3-dimensional building models on the actual site so they may see their building and site as a real visual entity. The more accurate the rendition of the two, the more believable the building project becomes in the designers mind. To coin an old phrase, "Seeing is believing", and seeing accurately is believing "accurately."

• The basic tools that were used to accomplish the site and building overlay exercise were:
1) an IBM PS/2 Model 60 computer with **AutoCAD version 10**, to generate the building model.
2) a Commodore Amiga graphic workstation with video interface, to capture the site image and make the composite drawing.

• The process involves creating the site and building images, making their formats compatible, manipulating and rendering them, and finally superimposing the two images to produce a composite picture of the project. The following outline describes the process in more detail:

A. Take several photographs of the site with a 35 mm camera and produce 8" x 10" color enlargements of each picture that will be scanned into the computer. Colored slides can be converted to this format by making colored xeroxes.

B. The **Digi-View 4.0** software is used to digitize the site photographs into the Amiga system. The digitizing workstation consists of a **copy stand**, **fluorescent cool-white bulbs**, a Panasonic or equivalent black and white **video camera**, **three colored filters** RED-GREEN-BLUE and the Digi-View software.



AutoCad *Model rendered with cast shadows which communicate the character of the wood slat balcony. Approximate rendering time 15 minutes w/68030 CPU.*

C. Create a 3 dimensional computer model of the building using any of the current CAD packages. For this project, **AutoCAD release 10** was used with an **IBM PS/2 Model - 60**. The building model must be saved in a .DXF file format. Use the DXFout command in AutoCAD. This procedure will create a standard 3-D file in ASCII format some what larger than the original CAD file.

D. Run the **Dos-2-Dos** program on the Amiga to prepare a 720 kbyte diskette which is compatible in both IBM and Amiga formats. This diskette will be used to transfer the .DXF file from the IBM to the Amiga. On the IBM, copy the AutoCAD .DXF file onto the transfer disk. Insert the transfer disk into the Amiga and again using **Dos-2-Dos** copy the .DXF file onto the hard drive of the Amiga.

E. The **A-CAD Translator** program is next used to convert the .DXF file into a ray-tracing format. This standard format will permit the file to be loaded into a variety of programs such as **Sculpt-3D** or **Turbo Silver**. The translator program also permits individual control over the conversion of layers, blocks, magnification, and circle subdivisions.

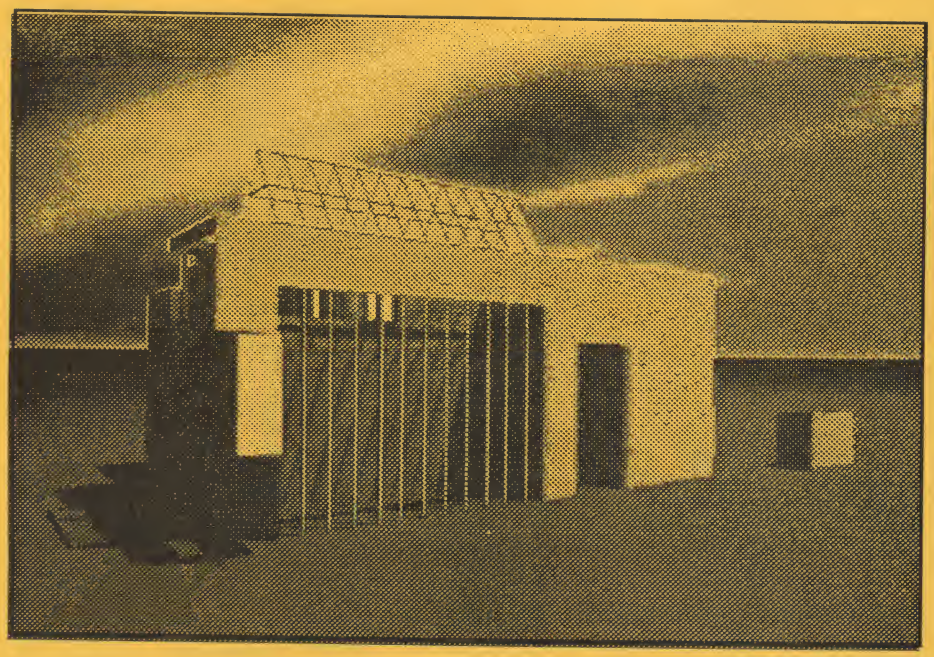
F. A program called **Interchange** takes the building file through one more conversion. It is interesting to watch the program change the building model's points and planes to a more efficient format. The program keeps track of points, vertices, planes and edges. It updates all this information and as an added benefit, reduces the number of points by eliminating redundancy.

For example, a cube consists of six planes, each with four corner points, has a total of 24 points. When the point reduction program finishes the conversion, the cube will be reduced to the original six planes but with only eight points. The point reduced object will render in approximately half the time without a loss to image quality.

G. The **Turbo Silver 3.0** program provides the tools to generate a building perspective and to fully render it. To do this, the user must first adjust the perspective view point so the building ap-

---

Professor Dvorak is an Associate Professor at the School of Architecture, University of Arizona in Tucson.
Mark Burginger is a Fourth Year Student.



AutoCad *Model with dramatic digitized sky added as a Clip & Paste. Original has 4,096 colors in order to fully communicate building materials.*

pears to be seen from the same vantage point as the digitized site photograph.

Load a display program and ask it to display the digitized photo of the site. Generate a perspective of the building from the same vantage point as the site. Use the mouse to slide the front screen down to see the site reference photograph in background. Does the Turbo Silver model match the angle of the site photo? If not change the building viewing angle and repeat the process. When the two view points correspond, make a full trace rendering of the model. This produces a finished building perspective with textures, colors, and shadows viewed from the same location as the site photograph.

The Turbo Silver program has the capabilities of rendering the model using multiple light sources, mirror or glass surfaces and automatic shadow casting. This software package also allows excellent control over many other ray-tracing variables like texture mapping, quick prong shading and animation.

The full trace rendering of the building may take from several minutes to a few hours to calculate, depending on the complexity of the model and the speed of the CPU. An advantage of the Amiga operating system is its ability to compute ray-tracing programs in the background while running word processing programs like WordPerfect in the foreground. The multi-tasking nature of the Amiga system frees it to be used for other projects while working on the ray-tracing task. When ray-tracing is complete, the user has a fully rendered image of the building, with textures, shades, and shadows. The building and site now need to be put together.

H. Digi-Paint 3.0 paint program is used to combine the site and building images. There are other programs which can be used to combine the images, however Digi-Paint 3.0 is ideally suited for this purpose. (it is also capable of converting and working on High-Res Ham,"704 x 592 * 4,096 colors" pictures). This program makes short work out of the final steps of cut and paste.

The two images are brought into the program on separate windows. The building is then cut and pasted onto the site. The uneven edges are smoothed and a few shadows are reconstructed by hand to make the building blend with the site. When the hand rendering is completed the user has a finished perspective of the building on the site as a single view.

I. For presentation purposes, slides of various building projects can be created and shown on the Amiga, Macintosh, or IBM screen. The screen can be photographed in order to obtain a photographic hard copy. It is also possible to transfer the images onto videotape using a genlock device connected to the Amiga.

The workstation for this project was an: Amiga 2500 with a 68030 central processing unit running at 25 Mhz, a 25 Mhz 68882 Floating Point Processor, 3 Meg Ram, 40 MB Hard Drive, Micro-Way Flicker Fixer, 10 Mhz AT Board with high density drive, VGA display, a 20" Sony GVM-2000 monitor, and seven software packages.

The following is a detailed list:

- **AutoCAD Rel 10**
CAD software to create 3D building model
($ 1,300 suggested educational price) from:
Autodesk, Inc., 2320 Marinship Way, Sausalito, CA 94965, 415/332-2344

- **ACAD Translator**
Converts .DXF files to Sculpt 4D format
($ 179.00 suggested retail price) from:
Access Technologies, PO Box 202197, Austin, TX 78720, 512/343-9564

- **Digi-View 4.0**
Digitizing software/hardware
($ 139.00 suggested retail price)

- **Digi-Paint 3.0**
HAM paint package
($ 99.00 suggested retail price)

- **Panasonic Camera & Copy Stand**
and above Digi software as a complete package ($ 479.00 w/ software) from:
New Tek, 115 West Crane St., Topeka, KS 66603; 800/843-8934

- **Interchange**
Translates objects & point reducer
($ 49.00 suggested retail price) from:
Syndesis, N9353 Benson Rd., Brooklyn, WI 53521, 609/455-1422

- **Turbo Silver 3.0**
Ray-trace program + animation
($ 199.00 suggested retail price) from:
Impulse Inc., 6870 Shingle Creek Pkwy #12, Minneapolis, MN 55430, 800/328-0184

- **Dos-2-Dos**
Read/Write MS-DOS diskettes to Amiga
($ 55.00 suggested retail price) from:
Central Coast Software, 424 Vista Avenue Golden, Colorado 80401 (303) 526-1030

- **Commodore Amiga**
Commodore Business Machines,
1200 Wilson Dr., West Chester, PA 19380,
215/436-4200

	Retail	Educational
A500 System w/ A500 CPU	$1,696	$799
A501 512K expansion		
A1010 3.5" external drive		
A1084 RGB color monitor		

	Retail	Educational
A2500/30/PC System	$6,697	$3,679
3 Meg RAM / 68030 CPU 25 Mhz		
A2286D AT Bridgeboard - 286 IBM Compatible		
A1084 RGB color monitor		

AMIGA NEWS

Amiga 1000 Rejuvenator Expansion Board

Bring out the best of your A-1000
Designed by Greg Tibbs
Distributed through Expert Services
[Downloaded from CompuServe]

You've read about it in all the magazines, you've heard about it from all your friends, now here is the up to date informational sheet on the ORIGINAL Amiga 1000 Rejuvenator Board (don't be fooled by cheap imitations).

Now, as never before, you can truly tap the ultimate power of your Amiga 1000. With the addition of this unique board to your Amiga 1000 hardware arsenol, you now have the ability to utilize the following enhancements; take advantage of the NEW 1-megabyte Agnus (graphic) chip, use Kickstart ROM in your machine with the ability to switch back and forth between using the internal Kickstart ROM or booting from Kickstart disk, 1 megabyte of internal on-board memory, a time of day clock, and a video slot that is currently configured for use with the FlickerFixer (user configurable for other video cards). Nothing this good has ever been this simple! Simply remove your original WCS (daughterboard) and plug in the Rejuvenator board onto the existing pins, run 2 lines to the clock timing chip, and you are finished.

A few of the features of the Rejuvenator board are listed below, these should answer most questions, but if you have any particular questions, please do not hesitate to call us at the number listed at the end of this document.

1) Allows use of the New 1 Meg Agnus by replacing WCS with a new PCB. Old WCS daughterboard can be sold to dealer or User Groups as they are not availible in US as a repair part. Estimated value in good working condition: $50.

2) Contains 1 Meg of chip ram on daughterboard that becomes your new chip RAM. Uses 256Kx4 (1 Megabit technology) Drams.

3) Motherboard chip ram becomes fast ram; a 512K Amiga will have 1.5 Mbytes of RAM after the conversion (1 Meg chip, 512K fast).

4) Provision for A500/A2000 style ROM or converting 256K of motherboard ram into write protected WCS. Will support the 512K Rom when/if CBM ever uses it.

5) Support for 1 Meg motherboard RAM conversion (piggybacked RAM chips), with slight modification.

6) OKI battery-backed time-of-day clock chip at correct address.

7) A2000 style video slot subset - no parallel or audio support to slot (Normal audio & parallel ports work just fine).

8) No modifications to the motherboard (NO soldering or trace cutting).

9) A maximum of three clip lead wires are needed to go from the Rejuvenator to the motherboard (others are optional for video slot).

10) Jumpers control motherboard RAM addressing to remove electronic conflicts with other internal RAM expansions. If not at $C00000 then memory must be 'addmemed' in.

11) Works with most internal RAM expansions such as Spirit boards and Insiders. WILL work with Lucas board, but Frances (Lucas' 32 bit RAM board) necessitates loss or relocation of video slot or via a home-built ribbon cable.

12) Price will be $499.95 (US) for a fully populated board (does NOT include Denise, Paula, or Kickstart ROM). Also, we will be offering a partial kit consisting of a populated board, as above, with the exception of the memory and the Agnus chip (sockets for same will be present), for $349.95.

See us at AmiExpo, where we will be sharing a booth with MicroWay. We will have a limited quantity of boards on hand at the show. Shipping date for official release will be March 31, 1990. For the first 100 buyers of the Rejuvenator Board (either at the show, or by pre-order), MicroWay will be offering a FlickFixer at a VERY, VERY special low price (too low to mention here).

For more information, or to order, call or write:

Expert Services
5912 Centennial Circle
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DVS Wonder Board

Official Press Release 2/7/90

Delaware Valley Software
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Upper Darby, PA.
19082-0507
(215) 446-9227

[downloaded from CompuServe]

Attention A1000 Amiga Owners!!

Install the forthcoming Enhanced Chip Set and Kickstart 1.4 in your A1000!! That's right! How many of you were delighted to hear about the amazing abilities your Amiga would possess after having the ECS installed? Having 1meg of Chip ram, Non-Interlaced Hi-Res, and several new Video and Genlock modes. Then only to have your heart drop when you learned that the ECS could only be installed in the A500, A2000, and A2500 models? Or the new Kickstart 1.4, which cannot be loaded into the A1000 without using additional memory.

We didn't like the news anymore than you did. That's why we created the DVS-Wonder.

What will it do for me?
The DVS-Wonder allows you to enhance your A1000 with the following:

1. 512k or 1meg of Chip ram on the DVS-Wonder.
2. Motherboard memory converted to Pseudo-Fast ram.
3. Use of the Fat or Enhanced Agnus.
4. Use of the Enhanced Denise.
5. Software select one of three Kickstart roms; 1.2, 1.3, or 1.4.
6. A2000 compatible Clock, with battery backup.
7. A2000 compatible Audio Filter Switch.
8. Reduces problems with external expansion devices by suppressing bus noise.

What about compatibility?
The DVS-Wonder replaces the Ram/Rom (Kickstart) daughter board in the A1000, and is the same size and shape as the original daughter board. Thus providing 100% compatibility with any other internal expansion products you might have. All known ECS compatible software works with the DVS-Wonder.

Why should I buy the DVS-Wonder?
The DVS-Wonder will secure the investment you have made in your Amiga 1000 system by providing 100% compatibility with the newer Amiga models. Plus, you can continue to use your current expansion bus peripherals. You retain the ability to use different Kickstart versions for compatibility with older software. In addition, you can switch off the Audio Filter to enjoy the full stereo output of your Amiga. And no longer will you have to set the system clock by hand.

What is the cost?
The DVS-Wonder is available in kit form or assembled.
Part #
Description
Price

DVS-Wonder-Kit
Bare PCB, Pal chips, Support Disk
$124.95

DVS-Wonder-Asm1
512k, Fat Agnus, 1.2 Kickstart, Real Time Clock, Audio Filter Switch, Support Disk
$299.95

DVS-Wonder-Asm2
1meg, Enhanced Agnus, 1.2 and 1.3 Kickstart, Real Time Clock, Audio Filter Switch, Support Disk
$399.95

Wonder-Parts
All sockets, capacitors, resistors, cables, etc. needed (not including the following)
$49.95

512k Ram
512k of 120ns DRAM
$34.95

1meg Ram
1meg of 120ns DRAM
$69.95

1.2 Kickstart
v1.2 of Amiga OS
$22.95

1.3 Kickstart
v1.3 of Amiga OS
$27.95

Fat Agnus
512k Chip ram standard version of Agnus
$69.95

Enhanced Agnus
1meg Chip ram ECS version of Agnus
$99.95

1.4 Kickstart
Forthcoming version of Amiga OS
To Be Announced

Enhanced Denise
ECS version of Denise
To Be Announced

Availability: March 19th 1990
Orders will be taken starting March 1st.
No C.O.D. orders will be accepted!
Boards will be shipped in the order they are received.
Prices subject to change without notice

Look for us at the AmiEXPO in Washington D.C.

Commodore, Amiga, A500, A1000, A2000, A2500, and Kickstart are trademarks of Commodore Business Machines
Delaware Valley Software, and DVS-Wonder are trademarks of Delaware Valley Software

A Better Mouse Demo by

Practical Solutions

See the Mouse Master Cordless Mouse

Amiga SIG Meeting
Harvill Bldg., U of A, Rm. 211
Tuesday, March 27, 7:30 - 9:30 PM

Amiga Mailbag

by Leila Joiner, CCCC

SEVEN SEAS SOFTWARE
P.O. Box 411
Port Townsend, WA 98360
(206) 385-1956

...announces an exclusive offer for Amiga User groups.

Doug's Math Aquarium: Visualizing Mathematics! ...a fast, interactive system that allows you to use your Amiga for visualizing mathematical equations. DMA is used by computer artists, engineers and mathematicians, all of whom praise its ability to cultivate richer, deeper insights into mathematical equations. (Reviewed in AmigaWorld, Feb'88; Amazing Computing, Jul'88; A/X, Jan'90.)

Doug's Color Commander: Creative Color Control! ...a powerful screen utility that opens the door to shading and swapping colors in ways that have never been possible before while greatly expanding the graphic capabilities of your Amiga.

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$39.95 Doug's Math Aquarium
$13.95 Doug's Color Commander
$49.95 Set of Both

CompuServe "Hot News & Rumors"

06-Mar-90 00:12:14 Sb: #AnimationStudio
Fm: BRAD HAYES 71241,1651 To: all

Hi Ho
Has any body here heard anything about the new Disney Animation Studio???

09-Mar-90 09:48:55 Sb: #30177-#AnimationStudio
Fm: Art Steinmetz 76044,3204 To: BRAD HAYES 71241,1651 (X)

Yes, Reichart von Wolfshield, the designer, demoed a beta (gamma?) of Disney Animation Studio (DAS) at an Amuse meeting. Leo Schwab is the programmer.

I'm no animator but I was very impressed. I have also seen RDL Lightbox demoed and it pales in comparison. Enormous thought has gone into the interface. Although Disney Software Inc. is NOT Disney Studios Inc. Disney animators have had a lot of input to the design. Everytime someone in the audience had a question, Reichart said "Yeah, it does that" and he did it.

As you probably know, DAS uses the traditional CEL animation paradigm. The core idea of the program is to use each bit plane as one "sheet" of tracing paper so you have up to six consecutive frames visible at each time, each previous one a little dimmer than the next. That's the core. The array of added features was dizzying to the layman.

DAS fully supports "inking in" in color and there is a very robust event scripting facility that includes audio.

DISCLAIMER: I have not used the program and claim no expertise in the field. -- Art

ANAKIN RESEARCH, INC.
100 Westmore Drive
Rexdale, Ont. Canada
M9V 5C3
(416) 744-4246
FAX (416) 744-4248

...is offering demo disks and literature about Easyl pressure sensitive graphics tablets to Amiga User Groups in return for feedback. When received, these will be demo'd at SIG meetings.

DELAND EDITORIAL SERVICES
345 East 93rd Street
New York, NY 10128

...has sent us the December issue of "Amiga Crossings: The Information Source for the Amiga Bridgeboard." Subscriptions to this monthly newsletter are now $30.00 for 12 issues, a 25% savings good until April 15, 1990.

PSYGNOSIS
England

...has sent us another new game demo: "Infestation." Don't let the name scare you! It doesn't *appear* to be a new virus. We'll run it at the next meeting.

AMIGA GAMES GUIDE
P.O. Box 11945
Lahaina, Maui
Hawaii 96761
(808) 667-5586
FAX: (808) 661-9878

...sent us the 17-page premier issue of their newsletter, to be published on a bi-monthly basis. It will contain game reviews for both American games and European games that are compatible with American machines. A 6-issue subscription is $15 delivered first class, and sample copies may be ordered for $3.

INFORMATION ON ALL THE ABOVE WILL BE AVAILABLE AT SIG MEETINGS, OR CALL LEILA JOINER AT 327-0540.

08-Mar-90 07:36:13 Sb: Amiga Forum
Fm: ROB GRIFFITH 73607,1234 To: all

Announcement: On Sunday, March 25,1990, The First Annual Pacific Rim Amiga Forum will take place in San Francisco, admission free. This event will focus on the Amiga in Asia, especially Japan. Twelve member of the Amiga Fan Club from Japan will attend. There will be demos, and an opportunity to meet people who are using the Amiga in language instruction, video, animation, etc. If you are interested, please contact Rob Griffith at 73607,1234 or telephone (415) 221-9458. The Forum will take place at the Beverly Plaza Hotel on Grant and Bush Streets (about 1 block from Chinatown) from 3PM to 7PM.

I don't have bad days — only good days.

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CATALINA COMMODORE COMPUTER CLUB, INC.

NEWSLETTER
VOLUME 8, NUMBER 4 - APRIL 1990

** IMPORTANT **

* **GENERAL MEETING** - April 3, 1990
  St. Peter & Paul Catholic Church
  On Campbell 4 blks N of Speedway
  7 p.m. - Out NLT 9:30 p.m.

* **SATURDAY HELP DAY** - April 21, 1990
  St. Peter & Paul Catholic Church
  Madonna Hall
  10 a.m. - 2 p.m.

* **EXECUTIVE BOARD MEETING**
  (All Members Welcome)
  April 10, 1990 -- 7:30 p.m.
  Devon Gables Home
  6150 E. Grant Road

MARK YOUR CALENDARS ! !

****

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